

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

Claims 1-36 (Canceled).

37. (Currently Amended) A game information storage medium utilized for a first game machine having a first architecture, comprising:

at least one game program for a second game machine having a second architecture different from the first architecture of the first game machine, said game program having a game title;

at least one emulator program which emulates the second game machine in the first game machine to thereby render the game program executable on the first game machine, said emulator program being associated to the game title of the game program; and

a game selection program for the first game machine and for displaying information indicative of a game title of the game program to be selected by a player, wherein when

the game information storage medium is utilized on the first game machine, the game selection program is executed to permit a player to select a game title, and, upon selection of the game title, the game program corresponding to the selected game title is

automatically executed using the emulator program as a result of the association between the game title and the emulator program;

and further wherein emulated and converted instructions generated during execution of the game program using the emulator program are temporarily stored in a memory of the first game machine for a predetermined period of time after a game-over condition results during execution of the game program using the emulator program, wherein the emulator program includes a replay program that enables the temporarily stored instructions to be executed again at the option of a user of said game information storage medium within said predetermined period of time after said game-over condition;

and further including graphics image data for one or more different game characters that may be graphically displayed during gameplay;  
a game character graphics image display/selection program which displays the respective graphics image data of game characters prior to the execution of a selected game program so as to prompt a player to select a desired character out of the displayed characters; and

a data replacement program which replaces the particular one or more game character graphics image data read-out by the emulator program with game character graphics image data of a particular game character that has been selected by the player,  
wherein said one or more different game characters include characters that are not available for selection in the game program itself.

38. (Currently Amended) A game information storage medium according to claim 37, wherein said predetermined period of time is two or more several minutes after said game-over condition.

39. (Currently Amended) A game information storage medium according to claim 37, wherein said predetermined period of time is two or more several seconds after said game-over condition.

Claim 40 (Canceled).

41. (Previously Presented) A game information storage medium according to claim 37, wherein the game program each having a game title includes at least two game programs, and

the game selection program includes a program which displays game titles of the at least two game programs so as to cause the player to select any one of the game titles, and

at a time that the execution of the game program is started-up, the game program having the selected game title is automatically executed using the emulator program as a result of the association between the emulator program and the selected game title.

42. (Previously Presented) A game information storage medium according to claim 37, further comprising at least one game program for the first game machine, wherein

the game selection program displays information indicative of the game titles of the game program for the first game machine and the game program for the second game machine so as to prompt a player to select any one of the game titles, and when a game title selected by the player is of the game program for the first game machine, the game program for the first game machine is directly executed, and when the game title selected by the player is of the game program for the second game machine, the game program for the second game machine is automatically executed using the emulation program as a result of the association of the emulator program and the selected game title.

43. (Previously Presented) A game information storage medium according to claim 41, wherein the emulator program includes at least two emulator programs which emulate at least two kinds of the second game machines having architectures different from each other and each of said emulator programs are associated with respective game titles, and

the game selection program starts execution of a game program for the second game machine of the selected game title based on the emulator program corresponding to the selected game title of the game program for the second game machine.

44. (Previously Presented) A game information storage medium according to claim 41, wherein the emulator program includes at least two emulator programs which emulate the second game machine in at least two kinds of the first game machines having architectures different from each other and each of said emulator programs are associated with respective game titles, and

the game selection program includes a program for starting execution of the game program for the second game machine based on the emulation program corresponding to the selected game title for a kind of the first game machine.

45. (Previously Presented) A game information storage medium according to claim 37, wherein the second game machine has a lesser processing capability than the first game machine.

46. (Previously Presented) A game information storage medium according to claim 37, further including a preliminary program for outputting preliminary information indicative of an outline of a game according to the game program, wherein when a game title is provisionally selected, the game selection program executes the preliminary program associated with the provisionally-selected game title so as to output the preliminary information, and when the game title is formally selected, the game selection program starts execution of the game program of the formally-selected

game title and execution of the emulator program which causes the game program to be executed in the first game machine.